Create a program to verify triangles

The library name is to be “Triangles”

Create an IsTriangle method

Create a method that takes three numbers as its parameters.

The numbers represent the length of three lines.

Determine if the three lines can be used to form a triangle.

Return a boolean that indicates whether a triangle can be formed or not.

Create a method to output what type of triangle has been formed

This method will first call IsTriangle to determine if the provided numbers can form a triangle.

If the inputs do form a triangle, determine what kind of triangle this is:

* Equilateral – all three sides lengths are the same
* Isoceles – two of the sides are the same length, while the third is different
* Scalene – all three sides of the triangle are unequal
* The form of the output should be “(input 1), (input 2), (input 3) forms a triangle of type: (triangle type)”

Create another method that determines further attributes of the triangle:

* What form is the triangle
  + Right
  + Acute
  + Obtuse
* What are the angles of the triangle
  + Listed from smallest to largest
* What is the area of the triangle
* What is the perimeter of the triangle